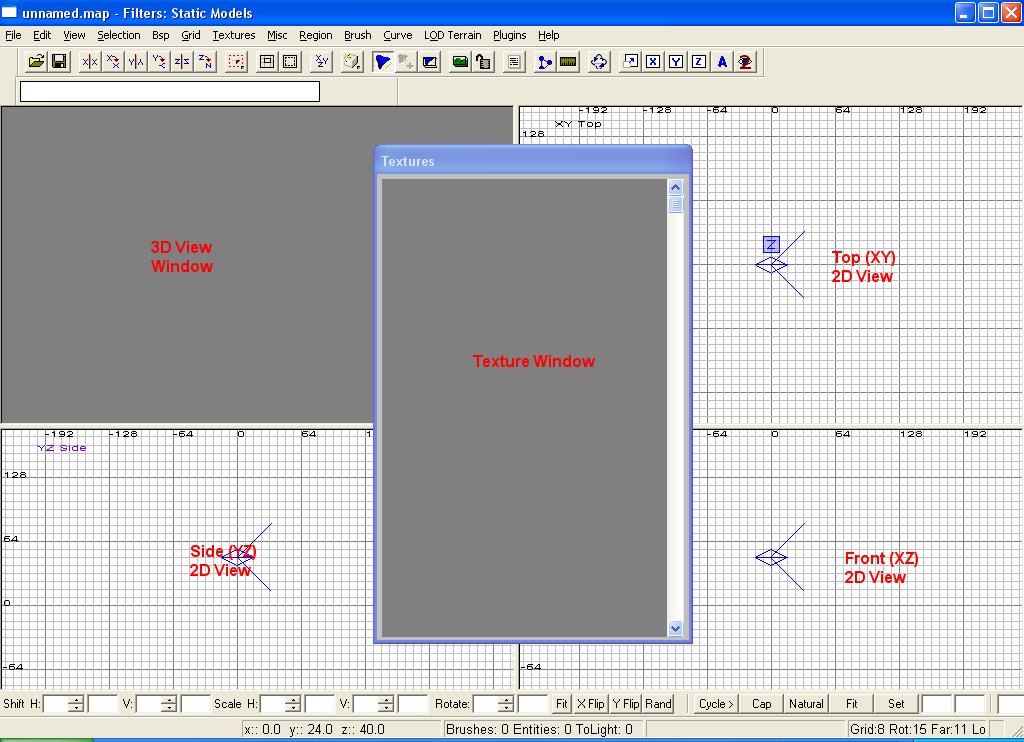
A Guide to MoH Radiant Interface :: [Surgeon](mailto:Surgeon@planetmedalofhonor.com)  
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This tutorial will take you through a small tour of MoH Radiant and try to explain the layout and the options to you.

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Layout  
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When you open MoH Radiant you should see the following or something similar to either of the 2 images below, on your screen.

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| |  | | --- | | http://www.mohaaaa.co.uk/mohaa/tutorials/moh_interface/image1.jpg | |  |  |



Layout 1 : There are four "sections" to the MoH Radiant main screen.Part A shows the Z Axis, ie the height. Part B shows a 2d representation of the map (This can be changed using the options). Part C is the 3D view of your map, and Part D is the texture window, where textures are displayed for you to choose.

Layout 2 : The 3D view is in the top left corner. The 3 other windows are the top, front and side 2D views. The texture window can be moved around the screen and opened/closed by pressing T.

There are 2 more layouts that you can select. You can change your layout by choosing 1 of hte 4 options in the preferences.

-------------------------------------------------------------------------------  
Buttons  
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Along the top of MoH Radiant you will notice a long row of buttons. These are shortcuts that can be used to make your life slightly easier. I will go through the more useful relevant ones here.

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| http://www.mohaaaa.co.uk/mohaa/tutorials/moh_interface/image3.jpg |

Open : This opens a previously saved map into MoH Radiant.  
Save: Saves the current map.

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| http://www.mohaaaa.co.uk/mohaa/tutorials/moh_interface/image4.jpg |

X-Axis Flip : Flips the selected brush along the x-axis.  
X-Axis Rotate : Rotates the selected brush along the x-axis.  
Y-Axis Flip : Flips the selected brush along the y-axis.  
Y-Axis Rotate : Rotates the selected brush along the y-axis.  
Z-Axis Flip : Flips the selected brush along the x-axis.  
Z-Axis Rotate : Rotates the selected brush along the x-axis.

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| http://www.mohaaaa.co.uk/mohaa/tutorials/moh_interface/image5.jpg |

CSG Subtract : Subtracts the selected brush from another brush.  
Hollow : Hollows a selected brush.  
Change View : Certain layouts allow the view to be changed.  
Texture View Mode : View the different options.

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| http://www.mohaaaa.co.uk/mohaa/tutorials/moh_interface/image6.jpg |

Entity Inspector : Toggles the entity inspector.  
Clipper : Toggles clipping. This is covered in the [brush manipulation](http://www.mohaaaa.co.uk/mohaa/tutorials/brush_manipulation.php) tutorial.

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| http://www.mohaaaa.co.uk/mohaa/tutorials/moh_interface/image7.jpg |

Free Scaling : Allows you to increase / decrease the scale of a brush.  
Lock X : Locks the selected brush's x-axis.  
Lock Y : Locks the selected brush's y-axis.  
Lock Z : Locks the selected brush's z-axis.

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| http://www.mohaaaa.co.uk/mohaa/tutorials/moh_interface/image8.jpg |

Alpha Enable : View alpha textures as they would be shown in-game.  
Camera Select : Selects the modes of camera movement. This is covered in greater detail below.

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The "Camera"  
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A quick word on camera manipulation: As I've already said the top right box gives you a 3d view of your map. This is a useful thing to have. There are a few different camera modes they can be selected by clicking on the camera eye icon in the tool bar. Click on it and watch it cycle through the different modes.

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| http://www.mohaaaa.co.uk/mohaa/tutorials/moh_interface/image9.jpg |

Mode 2 is, i feel, by far the best camera mode to use and its the one i'll be using for this tutorial and others after that. To move the camera about the 3D view you can use the arrow keys on your keyboard. D and C will move the camera up and down respectively. A and Z will tilt the camera up and down respectively. The arrow keys will move you forward, backward and rotate the camera left and right.

A better way to manipulate the camera is to use the mouse. In the 3d view click and hold your right mouse button, now move the mouse around and see what happens to the camera. Forward and back move the camera forward and back side-to-side turns the camera view from left to right. Now hold down the control button and the right mouse button while moving the mouse.

Moving up and down will move the camera up and down moving side-to-side will strafe the camera.Hold down the control button the shift button and the right button and move the camera around. This will be like looking around in the game. If your ever lost in the gray void you can re-position your camera in the 2d view by CTRL+MIDDLE clicking. Combine that with the middle click to point the camera and you can quickly set your camera anywhere.

This is the "camera" (see below). The two lines are its field of view. I.e everything in between those 2 lines will be shown in the 3d box. You can point the camera by clicking with your middle mouse button on the 2d map. To find the camera press Alt + X.

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| http://www.mohaaaa.co.uk/mohaa/tutorials/moh_interface/image10.jpg |

To zoom in and out on your 2d view you can use your mouse's scroll wheel or use Insert and Delete. To move around the 2d view rightclick and hold and move your mouse in the required direction. Moving your mouse towards you will move the map up and vice versa. Moving your mouse right will move your map left and vice versa.

-------------------------------------------------------------------------------  
The Menus  
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There are 14 pull down menus in MoH Radiant. It would take more than a few pages to cover them in detail, but thankfully most are selfexplainatory, so i'll just mention them briefly.

File : Allows you to save / load your maps. You can also save / load prefabs.

Edit : You can find brushes / entites with this list. Also gives you access to the preferences scrren.

View : Lists all the different view possibilities.

Selection : Gives you all the various brush selection options

BSP : Ignore this

Grid : All the various grid size options.

Textures : Lists all the texture groups, and some texture options

Misc : Allows you to set different colours within MoH Radiant.

Region : Ignore this

Brush : You can create many sided brushes easily with this menu, along with a few special shapes.

Curve : Allows you to create cylinders, patch meshes and "bendable" brushes.

LoD Terrain : A list of all the LoD Terrain options available.

Plugins : Gives you any plugin options you have.

Help : Gives you a list of all the keyboard shortcuts available.

Well thats all the basics you should need for just now. You will pick up more as you go through the tutorials or just while you map.

Need any help : Ask in the [Forum](http://www.mohaaaa.co.uk/mohaa/forum/index.php)